

## VZ-200

## SIMON

This program was inspired by the commercial toy of the same name, and involves repeating a sequence of ever-increasing difficulty. Full operating instructions are presented in the program.

Although written on and for a VZ-200, the BASIC is simple and fairly universal, so conversion to other machines will present no difficulty. The program's simplicity also makes it highly flexible, providing room for improvement and experimentation, which is encouraged.

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## LISTING: SIMON

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5 DIM(300),P(300),N(300),D$(300)
10 CLS
11 HS=0
15 T1$="SIMON":T2$="SIMON":T3$="BY M. PROCTOR (24/1/86)"
20 FOR T1=1 TO 20:PRINT T2,T1$:PRINT T2,T1$:NEXT
30 FOR T1=1 TO 20:PRINT T2,T1$:PRINT T2,T1$:NEXT
35 SOUND 4,3;8,3;6,3;9,3;8,3;15,3;16,6
40 PRINT T3,"INSTRUCTIONS (Y/N)?"
50 GOSUB 1000
55 IF Z$="N" THEN 40
60 CLS
62 PRINT:PRINT "IN THIS GAME, THE COMPUTER WILL";
64 PRINT "FLASH A SEQUENCE ON THE SCREEN.";
66 PRINT "YOU WILL BE REQUIRED TO REPEAT";
68 PRINT "IT, BY ENTERING IT INTO THE COM-";
69 PRINT "RESPONDING KEYS.";
70 PRINT "IF YOU RETURN THE SEQUENCE ";
71 PRINT "CORRECTLY, IT WILL THEN INCREASE.";
73 PRINT "BY AN INCREMENT WHICH VARIES ";
75 PRINT "ACCORDING TO THE SKILL LEVEL YOU";
77 PRINT "HAVE PICKED.";
79 PRINT "THE SPEED LEVEL MAY ALSO BE";
80 PRINT "SELECTED.";
82 PRINT:PRINT "HIT ANY KEY TO CONTINUE";:GOSUB 1000
84 CLS:PRINT:INPUT "SKILL LEVEL (1-EASY;5-HARD)";SK
86 INPUT "SPEED LEVEL (1-SLOW;5-FAST)";SP:SP=(5-SP)*50
90 CLS
91 PRINT:PRINT "SIMON";
92 FOR Q=1 TO 4:READ P,Q
93 FOR V=1 TO 32:FOR STEP=32
94 FOR W=1 TO 11:PRINT V,W," ";
95 NEXT W:NEXT
96 PRINT:P$=NEXT
97 DATA 132,"Q",139,"W",324,"A",331,"S"
98 PRINT:PRINT "HI SCORE:";PRINT:PRINT "SKILL LEVEL:";
99 PRINT:PRINT "SCORE:";
100 XX=0:X=0
102 X=XX+SK
105 PRINT:PRINT X,X:PRINT:PRINT X,X:PRINT:PRINT X,X
110 FOR S=XX+1 TO X
120 E(S)=RND(4)
130 IF E(S)=1 THEN P(S)=132:N(S)=15:D$(S)="Q":GOTO 165
140 IF E(S)=2 THEN P(S)=139:N(S)=28:D$(S)="W":GOTO 165
150 IF E(S)=3 THEN P(S)=324:N(S)=23:D$(S)="A":GOTO 165
160 IF E(S)=4 THEN P(S)=331:N(S)=28:D$(S)="S"
165 NEXT
170 FOR Q=1 TO X
180 PRINT:P(S),"":GOSUB 1000,1:FOR T=1 TO 50:NEXT:PRINT:P(S),D$(S);
190 NEXT
200 FOR T=1 TO 200
210 FOR Q=1 TO X
220 Z$=INKEY$
230 Z$=INKEY$:IF Z$="" THEN 230
240 IF Z$=D$(S) THEN 280 ELSE 230
280 PRINT:P(S),"":SOUND N(S),1:PRINT:P(S),D$(S);
290 NEXT
300 FOR T=1 TO 250:NEXT:XX=X:GOTO 102
310 HS=X
320 SOUND 1,2:RESTORE
330 PRINT:PRINT "WANT TO PLAY AGAIN (Y/N)?" :GOSUB 1000
340 IF Z$="Y" THEN CLS:GOTO 40
350 CLS:PRINT:PRINT "THANKS FOR THE GAME."
360 GOTO 360
3800 Z$=INKEY$
3900 Z$=INKEY$:IF Z$="" THEN 3900
4000 RETURN

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